



**STAR  
WARS**



Hit Points

10

Defense

11

Attack

+4

Damage

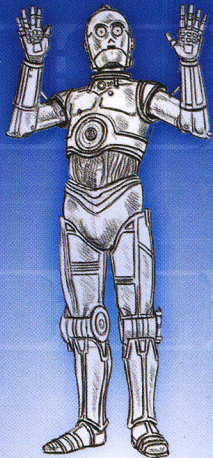
10

### Special Abilities

**Grenades 10** (Replaces attacks: range 6; 10 damage to target and to each character adjacent to that target; save 11)



**STAR  
WARS**



**STAR  
WARS**



Hit Points

30

Defense

15

Attack

+0

Damage

0

### Special Abilities

Unique

**Droid** (Immune to critical hits; not subject to commander effects)

**Draw Fire** (If an enemy targets an ally within 6 squares of this character, you may force that enemy to target this character instead if it can; save II)



**STAR  
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**STAR  
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Hit Points

100

Defense

17

Attack

+8

Damage

20

### Special Abilities

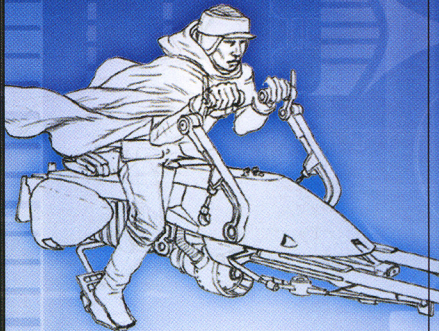
Unique

**Cleave** (Once per turn, if this character defeats an adjacent enemy by making an attack, he can make 1 immediate attack against another adjacent enemy)

**Momentum** (If this character has moved this turn, he gets +4 Attack and +10 Damage against adjacent enemies)


**STAR  
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## COMMANDO ON SPEEDER BIKE



# STAR WARS



## COMMANDO ON SPEEDER BIKE

21

Hit Points

30

Defense

15

Attack

+6

Damage

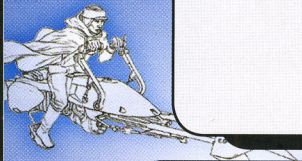
20

### Special Abilities

**Flight** (This character ignores enemy characters, low obstacles, and pits when moving)

**Accelerate** (This character can move up to 24 squares if he does not attack)

**Strafe Attack** (As this character moves, he can attack each enemy whose space he enters; this turn, this character cannot attack any enemy twice and cannot move directly back into a space he has just left)



# STAR WARS



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ELITE HOTH TROOPER



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ELITE HOTH TROOPER

12

Hit Points

30

Defense

16

Attack

+6

Damage

20



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WARS**™



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ELITE REBEL TROOPER



**STAR  
WARS**



ELITE REBEL TROOPER

7

Hit Points

20

Defense

13

Attack

+7

Damage

10



**STAR  
WARS**



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**STAR  
WARS**



Hit Points

80

Defense

17

Attack

+8

Damage

20

### Special Abilities

Unique

**Accurate Shot** (This character can attack an enemy with cover even if it's not the nearest enemy)

**Cunning Attack** (This character gets +4 Attack and +10 Damage against an enemy who has not activated this round)

### Force Powers

Force I



**STAR  
WARS**

# HOTH TROOPER



# STAR WARS



# HOTH TROOPER

7

Hit Points

20

Defense

15

Attack

+5

Damage

10



# STAR WARS

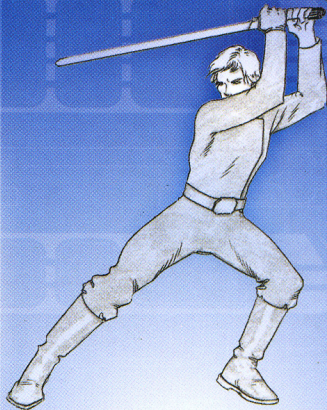


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LUKE SKYWALKER,  
JEDI KNIGHT



STAR  
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LUKE SKYWALKER,  
JEDI KNIGHT

27

Hit Points

90

Defense

18

Attack

+10

Damage

20

### Special Abilities

Unique

**Double Attack** (On his turn, this character can make 1 extra attack instead of moving)

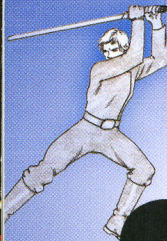
**Melee Attack** (This character can attack only adjacent enemies)

### Force Powers

Force 3

**Force Leap** (Force 1: This turn, this character can move through enemy characters without provoking attacks of opportunity)

**Lightsaber Sweep** (Force 1, replaces attacks: This character can attack every adjacent enemy once)



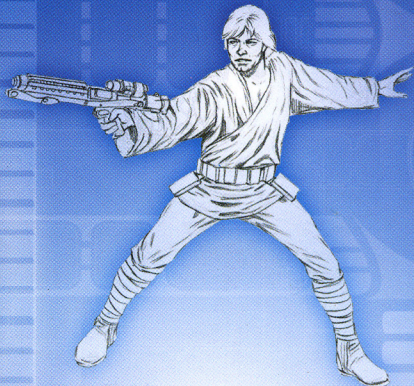
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LUKE SKYWALKER,  
REBEL



STAR  
WARS™



LUKE SKYWALKER,  
REBEL

17

Hit Points

40

Defense

17

Attack

+7

Damage

20

### Special Abilities

Unique

**Impulsive Shot** (If a Unique allied character is defeated, this character can make 1 immediate attack)

### Force Powers

Force 2



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**STAR  
WARS**

**Hit Points**
**100**
**Defense**
**19**
**Attack**
**+14**
**Damage**
**20**

## Special Abilities

Unique

**Double Attack** (On his turn, this character can make 1 extra attack instead of moving)

**Melee Attack** (This character can attack only adjacent enemies)

## Force Powers

Force 5

**Force Spirit 8** (If this character is defeated, immediately add 8 Force points to an allied character with a Force rating; that allied character can spend Force points one extra time per turn for the rest of the skirmish)

**Heal 20** (Force 2, replaces attacks: touch; remove 20 damage from a non-Droid character)

**Lightsaber Sweep** (Force 1, replaces attacks: This character can attack every adjacent enemy once)


**STAR  
WARS**


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**PRINCESS LEIA,  
CAPTIVE**



**STAR  
WARS**



**PRINCESS LEIA,  
CAPTIVE**

13

Hit Points

60

Defense

13

Attack

+7

Damage

10

**Special Abilities**

Unique

**Melee Attack** (This character can attack only adjacent enemies)

**Force Powers**

Force 2



**STAR  
WARS**



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**PRINCESS LEIA,  
SENATOR**



**STAR  
WARS**



**PRINCESS LEIA,  
SENATOR**

13

Hit Points

40

Defense

15

Attack

+7

Damage

10

**Special Abilities**  
Unique

**Force Powers**  
Force I

**Commander Effect**

Each follower that ends its move within 6 squares of this character can move 2 extra squares at the end of its turn.

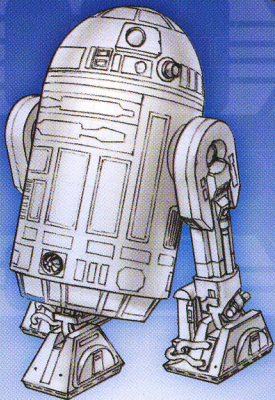


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WARS**



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**STAR  
WARS**


Hit Points

30

Defense

17

Attack

+0

Damage

0

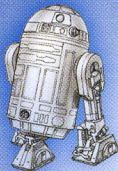
### Special Abilities

Unique

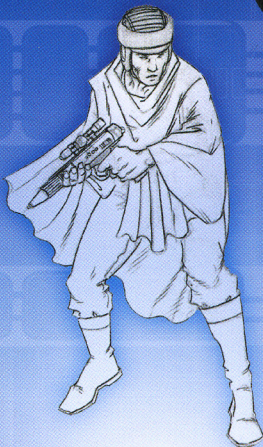
**Droid** (Immune to critical hits; not subject to commander effects)

**Override** (At the end of his turn, this character can designate 1 door that he can see as open or closed; it remains open or closed until the end of this character's next turn, or until he is defeated)

**Repair 10** (Replaces attacks: touch; remove 10 damage from 1 other Droid character)


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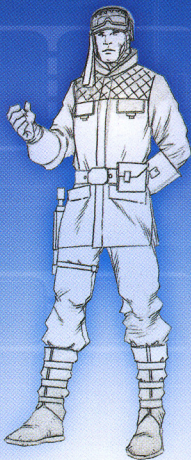
**Hit Points**
**40**
**Defense**
**15**
**Attack**
**+5**
**Damage**
**10**
**Special Abilities**

**Grenades 10** (Replaces attacks: range 6; 10 damage to target and to each character adjacent to that target; save 11)

**Stealth** (If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)


**STAR  
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REBEL OFFICER



STAR  
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REBEL OFFICER

13

Hit Points

30

Defense

15

Attack

+7

Damage

10

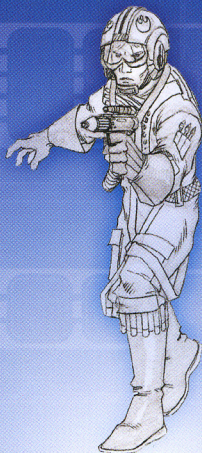
### Commander Effect

Non-Unique followers within 6 squares of this character get +2 Attack.



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REBEL PILOT



STAR  
WARS™



REBEL PILOT

10

Hit Points

20

Defense

14

Attack

+7

Damage

10

### Special Abilities

**Grenades 10** (Replaces attacks: range 6; 10 damage to target and to each character adjacent to that target; save 11)



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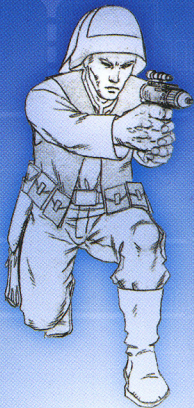


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REBEL TROOPER



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REBEL TROOPER

5

Hit Points

10

Defense

13

Attack

+5

Damage

10



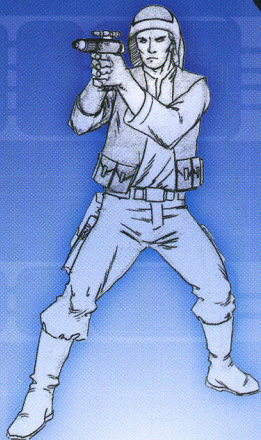
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REBEL TROOPER



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REBEL TROOPER

5

Hit Points

10

Defense

13

Attack

+5

Damage

10



STAR  
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**STAR  
WARS**


Hit Points

30

Defense

12

Attack

+6

Damage

10



### Special Abilities

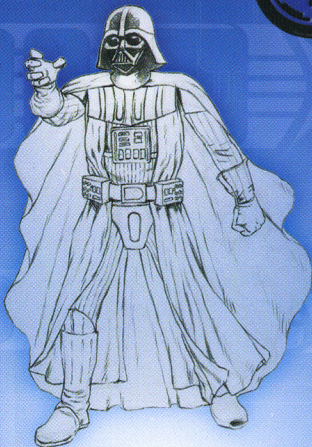
**Cleave** (Once per turn, if this character defeats an adjacent enemy by making an attack, he can make 1 immediate attack against another adjacent enemy)

**Melee Attack** (This character can attack only adjacent enemies)

**STAR  
WARS**



**DARTH VADER,  
DARK JEDI**



**STAR  
WARS**



**DARTH VADER,  
DARK JEDI**

**55**

**Hit Points**

**140**

**Defense**

**22**

**Attack**

**+14**

**Damage**

**20**

**Special Abilities**

Unique

**Double Attack** (On his turn, this character can make 1 extra attack instead of moving)

**Melee Attack** (This character can attack only adjacent enemies)

**Force Powers**

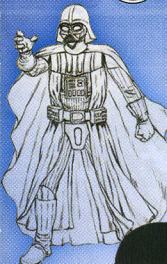
Force 5

**Force Grip** (Force 1, replaces attacks: sight; 10 damage)

**Lightsaber Sweep** (Force 1, replaces attacks: This character can attack every adjacent enemy once)

**Commander Effect**

Whenever an allied character without a Force rating gets a natural 1 on any roll, that character is defeated and all other allies without a Force rating get +2 Attack. (These bonuses stack.)



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WARS**



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**DARTH VADER,  
SITH LORD**



**DARTH VADER,  
SITH LORD**

60



Hit Points

140

Defense

23

Attack

+16

Damage

20

**Special Abilities**

Unique

**Triple Attack** (On his turn, this character can make 2 extra attacks instead of moving)

**Melee Attack** (This character can attack only adjacent enemies)

**Force Powers**

Force 5

**Lightsaber Sweep** (Force 1, replaces attacks: This character can attack every adjacent enemy once)



**STAR  
WARS**

**STAR  
WARS**

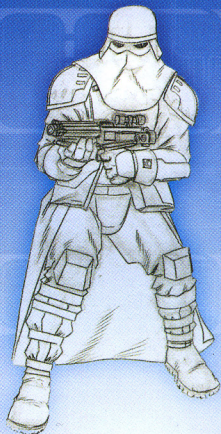


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# ELITE SNOWTROOPER



# STAR WARS™



# ELITE SNOWTROOPER

12

Hit Points

30

Defense

17

Attack

+6

Damage

20



# STAR WARS™

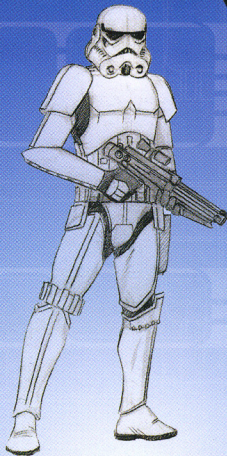


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ELITE STORMTROOPER



STAR  
WARS™



ELITE STORMTROOPER

11

Hit Points

20

Defense

16

Attack

+8

Damage

20



STAR  
WARS™



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STAR  
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Hit Points

130

Defense

20

Attack

+0

Damage

0

### Special Abilities

Unique

### Force Powers

Force 4

**Force Lightning** (Force 2, replaces attacks: range 6; 30 damage to 1 target and up to 2 characters adjacent to that target)

**Force Renewal I** (This character gets Force 1 each time he activates)

**Force Storm** (Force 2, replaces attacks: 20 damage to all adjacent characters)

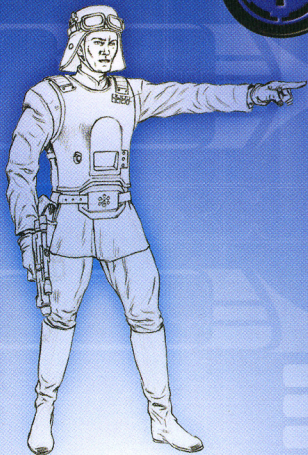
### Commander Effect

Characters in your squad can spend Emperor Palpatine's Force points. (A character still can't spend Force points more than once per turn and can't combine its own Force points with Emperor Palpatine's.)



STAR  
WARS™





**STAR  
WARS**



Hit Points

70

Defense

16

Attack

+6

Damage

10

## Special Abilities

Unique

## Commander Effect

Non-Unique followers within 6 squares of this character gain **Accurate Shot** (This character can attack an enemy with cover even if it's not the nearest enemy).



**STAR  
WARS**







**STAR  
WARS**



Hit Points

40

Defense

14

Attack

+3

Damage

10



### Special Abilities

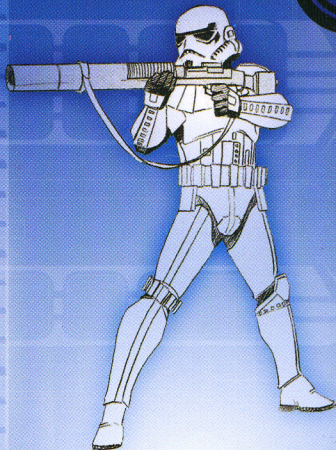
Unique

### Commander Effect

If this character has line of sight to an enemy at the start of a phase, you can activate up to 3 characters in that phase. (This can include Droid and Savage characters.)

**STAR  
WARS**

# HEAVY STORMTROOPER



# STAR WARS



# HEAVY STORMTROOPER

12

Hit Points

20

Defense

16

Attack

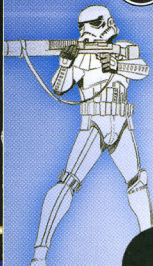
+6

Damage

30

## Special Abilities

**Heavy Weapon** (This character can't attack and move in the same turn)



# STAR WARS



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# IMPERIAL OFFICER



**STAR  
WARS**



# IMPERIAL OFFICER

14

Hit Points

30

Defense

14

Attack

+5

Damage

10

## Commander Effect

At the end of this character's turn, 1 non-Unique follower within 6 squares can make an immediate attack.



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MARA JADE,  
EMPEROR'S HAND



STAR  
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MARA JADE,  
EMPEROR'S HAND

20

Hit Points

60

Defense

18

Attack

+9

Damage

10

### Special Abilities

Unique

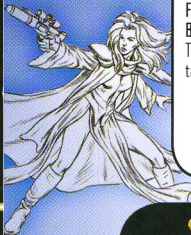
**Cunning Attack** (This character gets +4 Attack and +10 Damage against an enemy who has not activated this round)

**Hand of the Emperor** (This character can spend her own Force points once per turn and spend Emperor Palpatine's Force points once per turn)

### Force Powers

Force 3

**Blaster Barrage** (Force 1; replaces attacks: This character can attack every legal target once)



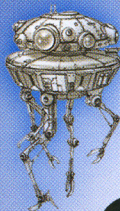
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**STAR  
WARS™**

**Hit Points**
**30**
**Defense**
**14**
**Attack**
**+1**
**Damage**
**10**

**Special Abilities**

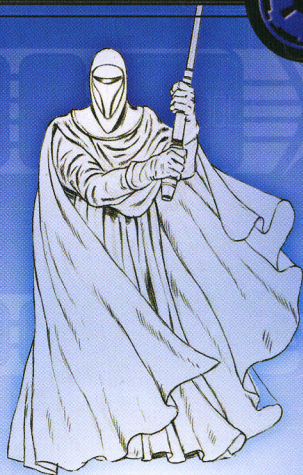
**Droid** (Immune to critical hits; not subject to commander effects)

**Flight** (This character ignores enemy characters, low obstacles, and pits when moving)

**Recon** (Roll twice for initiative, choosing either roll, once per round if any allied character with Recon has line of sight to an enemy)

**Self-Destruct 10** (When this character is defeated, each adjacent character takes 10 damage)

**STAR  
WARS™**



STAR  
WARS



Hit Points

30

Defense

17

Attack

+8

Damage

20

### Special Abilities

**Emperor's Bodyguard** (If Emperor Palpatine is an adjacent ally and would take damage from an attack, this character can take the damage instead)

**Melee Attack** (This character can attack only adjacent enemies)



STAR  
WARS





## SCOUT TROOPER

STAR  
WARS™

## SCOUT TROOPER

8

Hit Points

20

Defense

15

Attack

+5

Damage

10

## Special Abilities

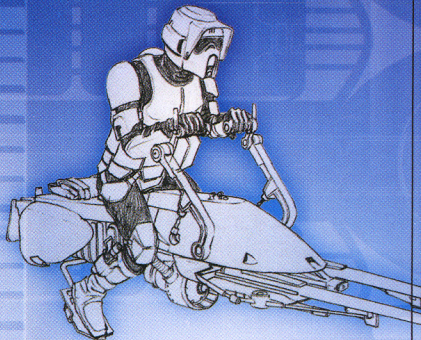
**Stealth** (If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)

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**SCOUT TROOPER  
ON SPEEDER BIKE**



**STAR  
WARS**



**SCOUT TROOPER  
ON SPEEDER BIKE**

21

Hit Points

30

Defense

17

Attack

+5

Damage

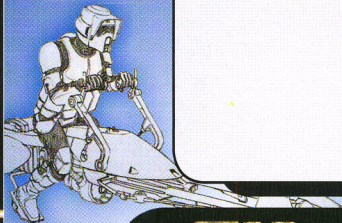
20

**Special Abilities**

**Flight** (This character ignores enemy characters, low obstacles, and pits when moving)

**Accelerate** (This character can move up to 24 squares if he does not attack)

**Strafe Attack** (As this character moves, he can attack each enemy whose space he enters; this turn, this character cannot attack any enemy twice and cannot move directly back into a space he has just left)



**STAR  
WARS**

# SNOWTROOPER



# SNOWTROOPER

7

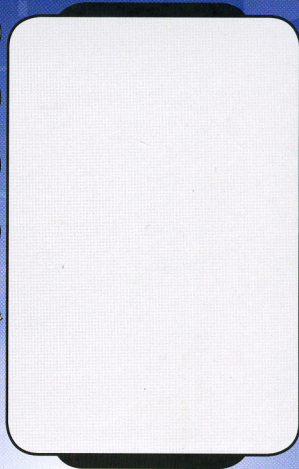


Hit Points 20

Defense 16

Attack +4

Damage 10

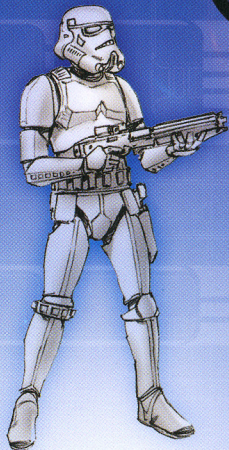


STAR  
WARS™

STAR  
WARS™



# STORMTROOPER



# STAR WARS



# STORMTROOPER

5

Hit Points

10

Defense

16

Attack

+4

Damage

10



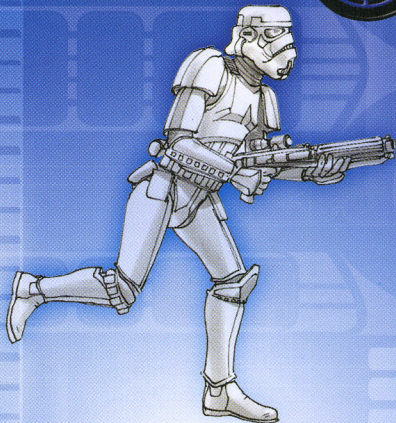
# STAR WARS



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# STORMTROOPER



# STAR WARS



# STORMTROOPER

5

Hit Points

10

Defense

16

Attack

+4

Damage

10



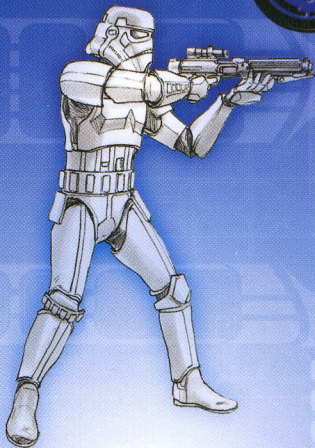
# STAR WARS



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# STORMTROOPER



# STAR WARS™



# STORMTROOPER

5

Hit Points

10

Defense

16

Attack

+4

Damage

10



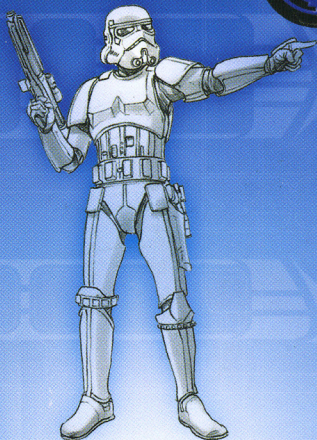
# STAR WARS™



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**STORMTROOPER OFFICER****STAR  
WARS****STORMTROOPER OFFICER**

14

Hit Points

30

Defense

18

Attack

+8

Damage

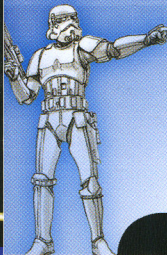
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**Special Abilities**

**Double Attack** (On his turn, this character can make 1 extra attack instead of moving)

**Commander Effect**

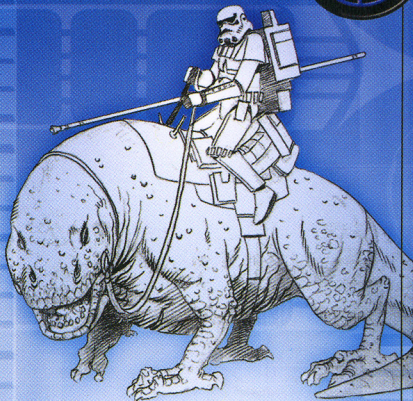
Trooper followers within 6 squares get +3 Attack if they do not move this turn.

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WARS**

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**SANDTROOPER  
ON DEWBACK**



**STAR  
WARS**



**SANDTROOPER  
ON DEWBACK**

15

Hit Points

60

Defense

17

Attack

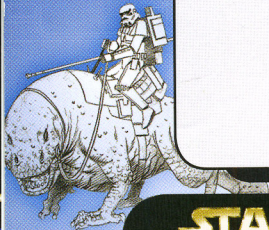
+4

Damage

10

**Special Abilities**

**Momentum** (If this character has moved this turn, he gets +4 Attack and +10 Damage against adjacent enemies)



**STAR  
WARS**



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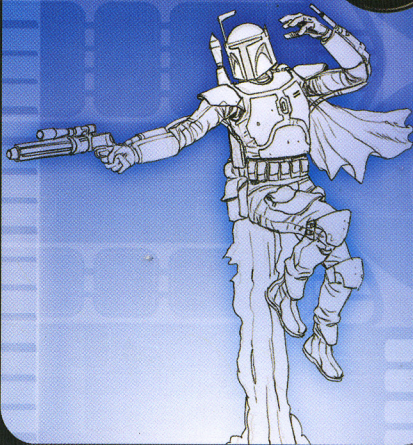
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**BESPIN GUARD****STAR  
WARS**  
TM**BESPIN GUARD****5****Hit Points****10****Defense****12****Attack****+3****Damage****10****Special Abilities**

**Advantageous Cover** (This character gets +8 Defense from cover instead of +4)

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TM





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WARS**



Hit Points

110

Defense

20

Attack

+12

Damage

20

### Special Abilities

**Unique**

**Flight** (This character ignores enemy characters, low obstacles, and pits when moving)

**Accurate Shot** (This character can attack an enemy with cover even if it's not the nearest enemy)

**Bounty Hunter +4** (This character gets +4 Attack against Unique enemies)

**Double Attack** (On his turn, this character can make 1 extra attack instead of moving)



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WARS**



DENGAR



STAR  
WARS



DENGAR

15

Hit Points

40

Defense

17

Attack

+8

Damage

20

### Special Abilities

Unique

Bounty Hunter +4 (This character gets +4  
Attack against Unique enemies)



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**DUROS MERCENARY**



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**DUROS MERCENARY**

6

Hit Points

10

Defense

14

Attack

+6

Damage

10



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**STAR  
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Hit Points

10

Defense

12

Attack

+1

Damage

10

### Special Abilities

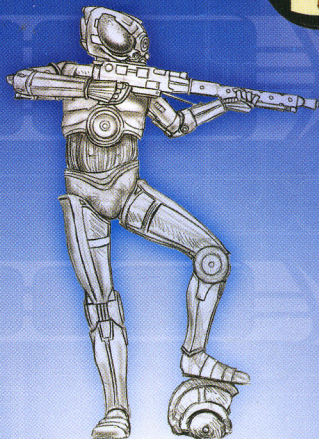
**Melee Attack** (This character can attack only adjacent enemies)

**Swarm +1** (This character gets +1 Attack against a target for each other allied Ewok adjacent to that target)



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Hit Points

70

Defense

18

Attack

+8

Damage

20

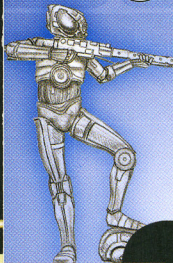
### Special Abilities

Unique

**Droid** (Immune to critical hits; not subject to commander effects)

**Bounty Hunter +4** (This character gets +4 Attack against Unique enemies)

**Careful Shot +4** (On this character's turn, if it doesn't move, it gets +4 Attack)



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# GAMORREAN GUARD



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WARS**



# GAMORREAN GUARD

9

Hit Points

30

Defense

12

Attack

+4

Damage

20

## Special Abilities

**Melee Attack** (This character can attack only adjacent enemies)

**Mighty Swing** (On its turn, if this character doesn't move, it gets +10 Damage against adjacent enemies)



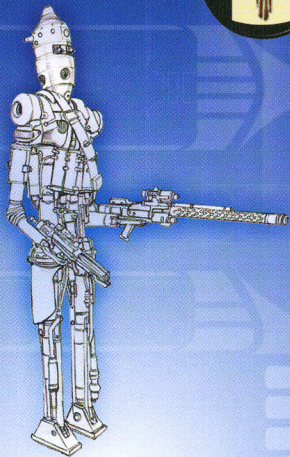
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Hit Points

80

Defense

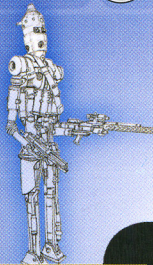
19

Attack

+11

Damage

20



### Special Abilities

Unique

**Droid** (Immune to critical hits; not subject to commander effects)

**Bounty Hunter +4** (This character gets +4 Attack against Unique enemies)

**Double Attack** (On its turn, this character can make 1 extra attack instead of moving)

**STAR  
WARS**

# ITHORIAN SCOUT



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WARS™



# ITHORIAN SCOUT

6

Hit Points

20

Defense

11

Attack

+4

Damage

10

## Special Abilities

**Cunning Attack** (This character gets +4 Attack and +10 Damage against an enemy who has not activated this round)

**Melee Attack** (This character can attack only adjacent enemies)

**Stealth** (If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)

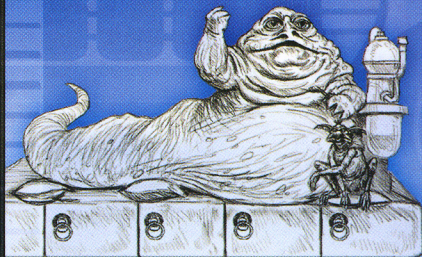


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Hit Points

80

Defense

17

Attack

+7

Damage

10

### Special Abilities

Unique

**Speed 2** (Can move only 2 squares and attack, or 4 squares without attacking)

**Fringe Reinforcements 30** (During setup, after seeing your opponent's squad, you can add up to 30 points of Fringe characters to your squad)

**Melee Attack** (This character can attack only adjacent enemies)

### Commander Effect

Bounty Hunter followers get +2 Attack.

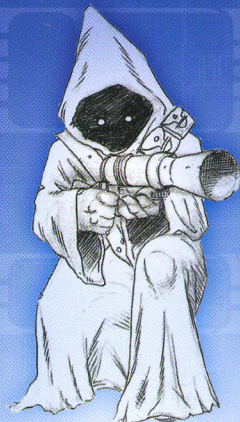


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JAWA


**STAR  
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JAWA

5

Hit Points

10

Defense

11

Attack

+4

Damage

10

### Special Abilities

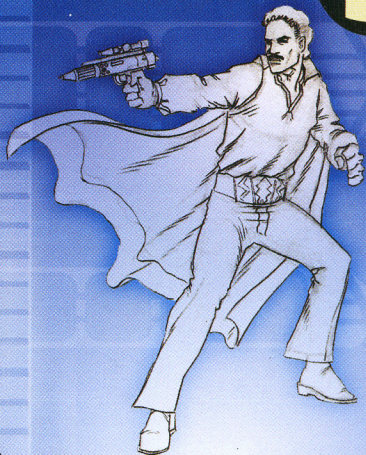
Ion Gun +20 (This character gets +20  
Damage against Droid characters)


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LANDO CALRISSIAN



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LANDO CALRISSIAN

16

Hit Points

50

Defense

16

Attack

+7

Damage

10

### Special Abilities

Unique

**Double Attack** (On his turn, this character can make 1 extra attack instead of moving)

### Commander Effect

Allied Bespin Guards get +2 Attack.



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**MON CALAMARI  
MERCENARY**



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**MON CALAMARI  
MERCENARY**

10

Hit Points

10

Defense

13

Attack

+7

Damage

10

**Special Abilities**

**Double Attack** (On his turn, this character can make 1 extra attack instead of moving)



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# QUARREN ASSASSIN



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WARS**



# QUARREN ASSASSIN

12

Hit Points

30

Defense

13

Attack

+7

Damage

10

## Special Abilities

**Cunning Attack** (This character gets +4 Attack and +10 Damage against an enemy who has not activated this round)

**Mobile Attack** (This character can move both before and after attacking, up to a total of 6 squares)

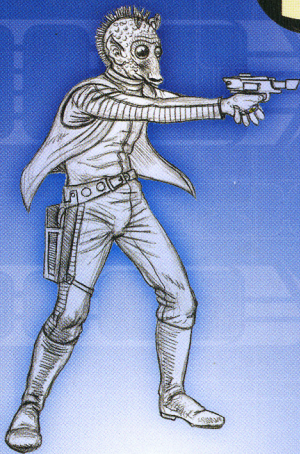


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WARS**



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Hit Points

30

Defense

15

Attack

+6

Damage

10

### Special Abilities

Unique

**Bounty Hunter +4** (This character gets +4 Attack against Unique enemies)

**Cunning Attack** (This character gets +4 Attack and +10 Damage against an enemy who has not activated this round)



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STAR  
WARS



Hit Points

40

Defense

17

Attack

+7

Damage

20

### Special Abilities

Unique

**Bounty Hunter +4** (This character gets +4 Attack against Unique enemies)

**Double Claw Attack** (On his turn, this character can make 1 extra attack instead of moving; both attacks must be against adjacent enemies)



STAR  
WARS



# TUSKEN RAIDER



**STAR  
WARS**



# TUSKEN RAIDER

4

Hit Points

10

Defense

13

Attack

+5

Damage

10

## Special Abilities

**Melee Attack** (This character can attack only adjacent enemies)

**Mighty Swing** (On his turn, if this character doesn't move, he gets +10 Damage against adjacent enemies)



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Hit Points

30

Defense

15

Attack

+4

Damage

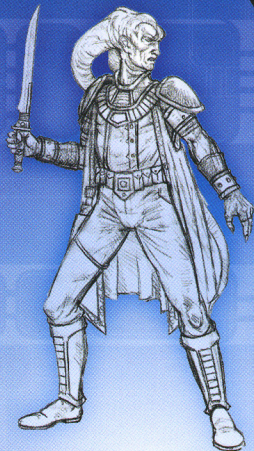
10

### Special Abilities

**Bodyguard** (If an adjacent ally would take damage from an attack, this character can take the damage instead)

**Melee Attack** (This character can attack only adjacent enemies)


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**STAR  
WARS**



Hit Points

20

Defense

14

Attack

+5

Damage

10

### Special Abilities

**Cunning Attack** (This character gets +4 Attack and +10 Damage against an enemy who has not activated this round)  
**Melee Attack** (This character can attack only adjacent enemies)



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WARS**



Hit Points

50

Defense

16

Attack

+7

Damage

10

### Special Abilities

**Savage** (This character must end its move next to an enemy if it can and does not benefit from commander effects)

**Double Attack** (On its turn, this character can make 1 extra attack instead of moving)

**Melee Attack** (This character can attack only adjacent enemies)

**Rend +20** (If both of its attacks hit the same adjacent enemy, this character's second attack gets +20 Damage)



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